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U.S. PATENT DOCUMENTS

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FOREIGN PATENT DOCUMENTS

	Document Number	Date	Country	Class	Subclass	Translation (Y or N)

OTHER DOCUMENTS (including Author, Title, Date, Pertinent Pages, Etc.)

<i>W</i>	Wolfgang F. Engel, Direct3D ShaderX: Vertex and Pixel Shader Tips and Tricks, Wordware Publishing, Inc., 2002, pp. 72-124.
<i>W</i>	Michael Blome, "Introducing Some New Video Mixing Renderer Sample Applications," dated April 2003, twenty pages, available at < http://msdn.microsoft.com/library/default.asp?url=/library/en-us/dnwm/html/introducingsomenewvideomixingrenderersampleapplica.asp >.
<i>W</i>	Yahya H. Mirza and Henry da Costa, "DirectX 9.0: Introducing the New Managed3D Graphics API in the .NET Framework," from the April 2003 issue of MSDN Magazine, ten pages, available at < http://msdn.microsoft.com/library/default.asp?url=/msdnmag/issues/03/07/DirectX90/toc.asp >.
<i>W</i>	Introductory page entitled "Deinterlacing and Frame-Rate Conversion," MSDN Library technical literature, accessed on 2/3/2003, one page, available at < http://msdn.microsoft.com/library/default.asp?url=/library/en-us/graphics/hh/graphics/dxvaguide_0t2f.asp >.

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